

For this lab, I decided to make a more creative version of the weather outlook by making it about phones, iPhones. I encountered an issue with my button not functioning correctly, which caused me some stress. I wanted to debug. I compared my code to the professor's and made adjustments, but there was no sign of it working. Lastly I decided to use console.log to see the issue. By logging the values of the messages to the browser console, I was able to identify the error. I was very happy when the button was clicked, and the function inside the event listener executed. Oh yeah and another thing I had to fix was file location. The html file and js file were in different locations.

<https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input>

I went through the input controls list shared from assignment 3 page. I chose to use radio buttons, checkboxes and input fields to allow users to pick their preferred phone, it's color and add-on option of a phone case with the phone

While working on this lab, I read through this site while i searching a way for my button to work

<https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input/button>

The reason for this is my button not triggering when being clicked. I tried to use a simple button 'click' event handler but this function was not working. I kept reading

I, then searched online and read this blog:

<https://www.altcademy.com/blog/how-to-create-a-button-in-javascript/>

This refreshed adding functionality to javascript using an event listener. The practical example refreshed me to better understand the process of creating buttons using HTML and JS. Then I read "...An event listener is a function that listens for a specific event, like a button click, and then performs a specific action when the event occurs." This explanation was straightforward and simplified the concept for me.

I, then went to stack overflow to find a thread of a similar issue.

<https://stackoverflow.com/questions/62370951/how-do-i-make-my-button-do-something-with-javascript/>

I read about using the 'onclick' attribute to call the JS function after clicking the 'buy' button on my page. This made me quickly realize I have this functionality in my code by using the 'addEventListener' method with the 'click' event. My buy.button element achieves the same outcome as the 'onclick' attribute in HTML

I, then found these two threads on stackoverflow as well.

<https://stackoverflow.com/questions/77185703/is-there-a-way-to-make-a-button-add-a-value-to-a-js-variable-in-javascript-html>

In my code I focused on handling the functionality of the 'buy_button' element and specific actions based on the phone chosen. This thread was refreshing because it helped me understand the concepts of event handling and data retrieval from HTML elements. I wanted the button work and to show the user interaction

<https://stackoverflow.com/questions/210643/in-javascript-can-i-make-a-click-event-fire-programmatically-for-a-file-input>

The solutions mentioned here were not helpful for my specific case. This link gave potential solutions related to triggering click events on file input elements. A response in this thread reminded me that there are certain browsers like Opera and Firefox that don't allow triggering file input event for security reasons.